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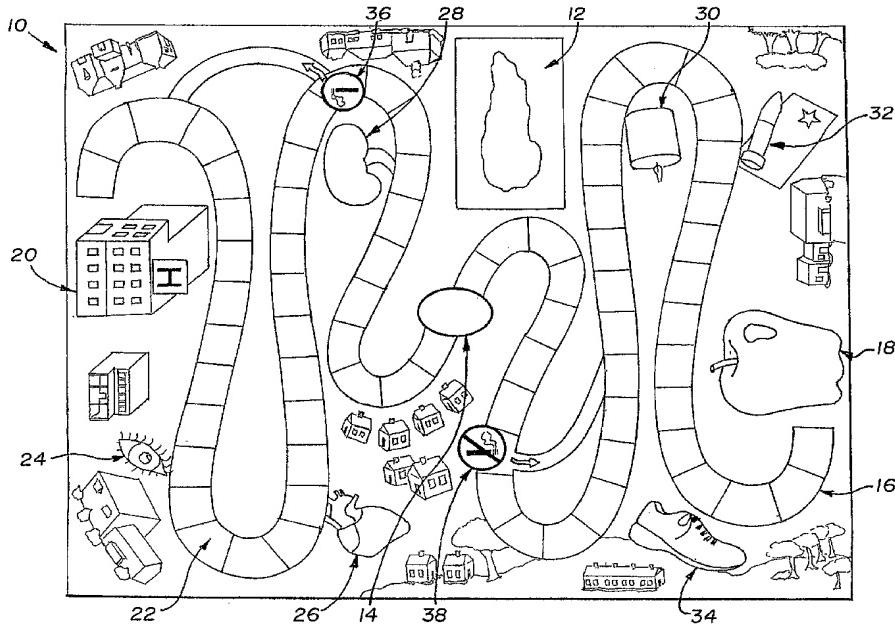
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(54) Title: HEALTH EDUCATION BOARD GAME



(57) Abstract: A board game for facilitating health education by involving players in scenarios leading to either "health" or "illness." Players move game pieces along a path (16) between "health" (18) and "illness" (20) by drawing game cards depicting various health-related content specific to the theme of the game, deciding if the scenario relates to health or illness, and then moving the game piece in the appropriate direction to a corresponding color-coded space.

**WO 2005/059865 A1**